SYMBOLOGY CONFIGURATION MANAGEMENT CHANGE PROPOSAL FORM			
CHANGE PROPOSAL NUMBER		**MIL01-06**	
ORIGINATOR	**SPONSOR**	**DATE RECEIVED**	**DATE OF ACTION**
PM FATDS	**ARMY**	**July 25, 2001**	**July 24, 2003**
CHANGE PROPOSAL TITLE			
CHANGE SYMBOL, **CIRCULAR TARGET**			
SUGGESTED CHANGE			

The Fire Support community has a requirement to change a symbol in MIL-STD-2525B.

1. Change is required to the Circular Target to make it a scalable area symbol that correctly depicts the size of the targeted area.
2. Recommend changes to hierarchy item 2.X.4, Fire Support, under the "Areas", "Area Targets" hierarchy, 2.X.4.3.1, figure B-17, and table B-IV.
3. Recommend the current Circular Target (point symbol) be removed from hierarchy 2.X4, Fire Support, under the "Point" hierarchy, 2.X.4.1, figure B-17, and Table B-IV after this change proposal is approved.

OVERVIEW

The current Circular Target is a static point symbol, not a scalable area symbol that correctly depicts a Circular Target I.A.W Fire Support doctrine. This is potentially a serious safety issue for ground forces. The current Circular Target symbol does not graphically show the correct size of a Circular Target on a map, in relation to ground truth. When map display scales are changed, the current Circular Target symbol does not change in size. This could cause a commander to move a unit into a targeted area, as the symbol currently does not graphically symbolize the size of the target. The Circular Target, as currently depicted in the standard, does not contain the data elements required to construct this symbol when formatted messages transmit Circular Target data. Incorporation into MIL-STD-2525B, which will be used in JMTK and GSD, will allow the symbols to be transmitted, received, and correctly displayed by all battlefield systems. The Circular Target is a required symbol for use in the COP/CTP to be shared across the battlefield. The development of the COP/CTP is required of all ABCS component systems. Fire Support systems are the producer of the Circular Target for the COP/CTP. Fire Support systems will retain this capability for fielding throughout the Army and USMC.

OPERATIONAL DESCRIPTION

In general, ground forces, to designate an enclosed circular area of the battlefield that has been targeted, use the circular Target symbol. One (1) point location and a radius defined in meters are required to graphically display a Circular Target. The minimum information required to interoperate with another is defined below.

IMPLEMENTATION

Description: **Fire Support, Areas, Area Target, Circular Target**

Parameters:
1. Anchor Points. This graphic requires one (1) anchor point. Point 1 defines the center point of the graphic.

2. Size/Shape. Size: The radius, defined in meters, determines the size of the Circular Target. Shape: circle. The information fields should be movable and scaleable within the circle.

3. Orientation. Not applicable.

Fixed/Dynamic: Dynamic

Hierarchy: 2.X.4.3.1.2

Symbol ID: G*F*ATC---****X

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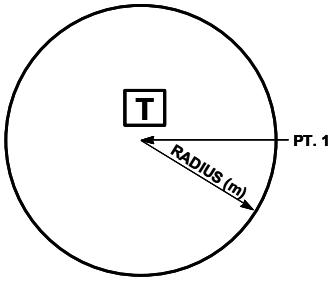
CHANGE SYMBOL, **CIRCULAR TARGET**			

Tactical Graphic:



Example:

JIEO ANALYSIS

OVERVIEW: This CP fulfills a need to graphically display a scaleable area symbol that correctly depicts a Circular Target I.A.W. Fire Support Doctrine. One (1) point location is added, as well as a radius defined in meters, to graphically display a Circular Target. Symbols will be able to be transmitted, received and correctly displayed by all battlefield systems. Hierarchy and Symbol ID conform to the approved Hierarchy and Symbol ID from SSMC 2-01.

POTENTIAL CONFLICTS WITH EXISTING SYMBOLOGY: None known.

CONFORMANCE TO SYMBOL GUIDELINES: The proposed circular target symbol follows the rules concerning composition, construction, display and transmission previously set forth in the standard.

ADEQUACY AND IMPACT ON OTHER PROGRAMS: If approved, the additions made to MIL-STD-2525 symbol identifiers must be provided to VMF standard's community for review and action as appropriate.

C/S/A COMMENTS

DECISION NOTICE

Approved at SSMC 2-03.

Tasks:

1. Modify Figure B-17 to reflect new hierarchy structure (Figure B-17 becomes Figures B-17.1 and B-17.2) and addition of new Fire Support graphics.

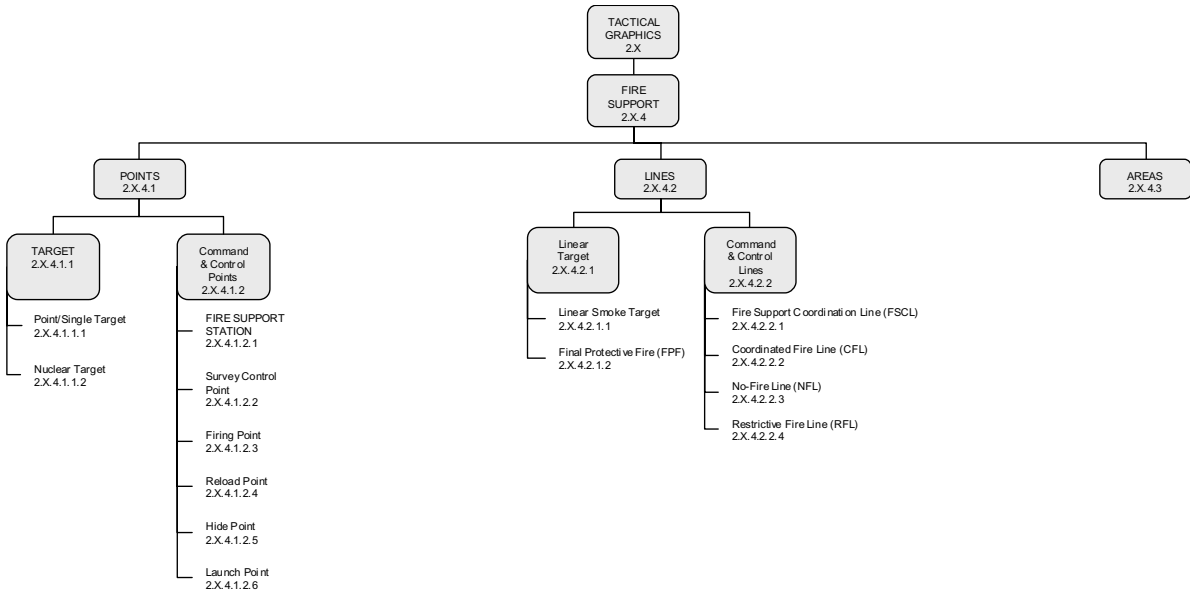


Figure B-17.1. Fire Support.

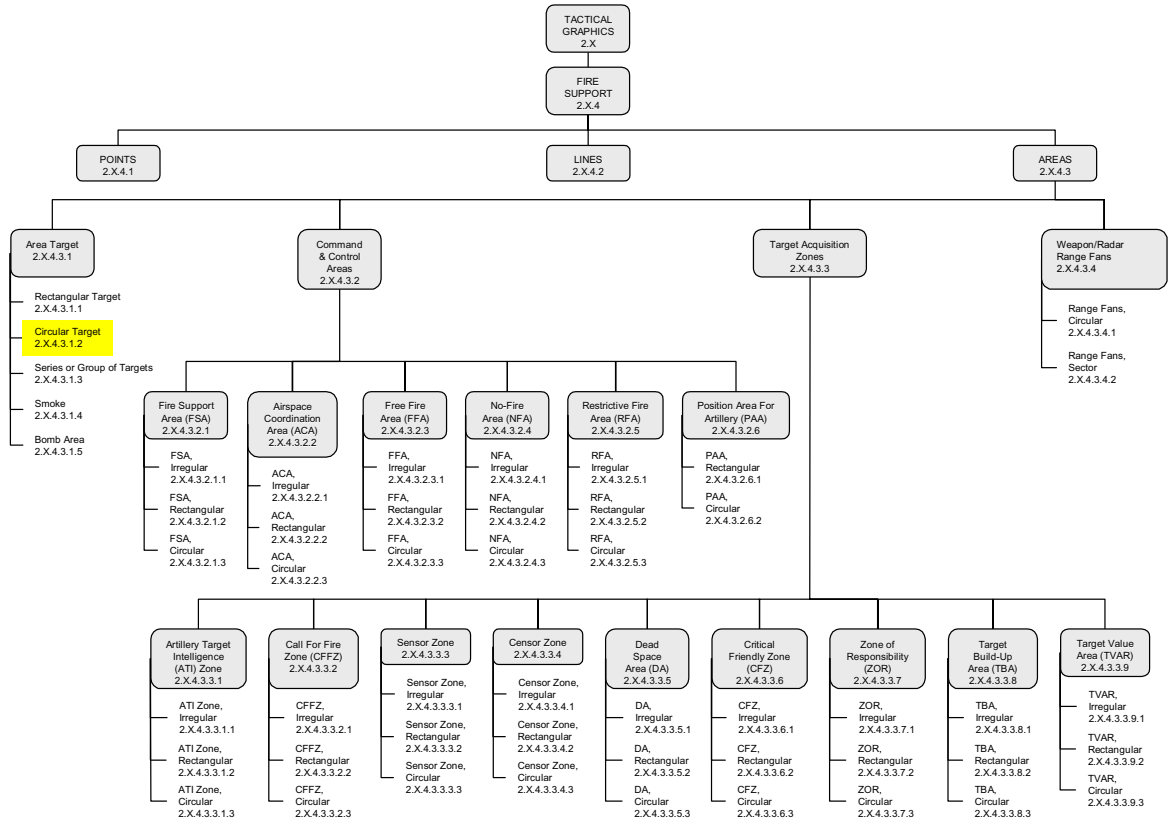


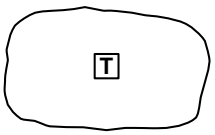
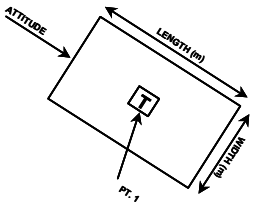
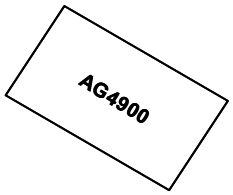
Figure B-17.2. Fire support.

2. Modify Table B-III to reflect restructured hierarchy numbers, provide new symbol IDs for restructured graphics and addition of new graphics' hierarchy numbers and symbol IDs.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.4	G	*	F	*	--	--	--	**	**	X	FIRE SUPPORT
2.X.4.1	G	*	F	*	P-	--	--	**	**	X	POINT
2.X.4.1.1	G	*	F	*	PT	--	--	**	**	X	TARGET
2.X.4.1.1.1	G	*	F	*	PT	S-	--	**	**	X	POINT/SINGLE TARGET
2.X.4.1.1.2	G	*	F	*	PT	N-	--	**	**	X	NUCLEAR TARGET
2.X.4.1.2	G	*	F	*	PC	--	--	**	**	X	COMMAND AND CONTROL
2.X.4.1.2.1	G	*	F	*	PC	F-	--	**	**	X	FIRE SUPPORT STATION
2.X.4.1.2.2	G	*	F	*	PC	S-	--	**	**	X	SURVEY CONTROL POINT (SCP)
2.X.4.1.2.3	G	*	F	*	PC	B-	--	**	**	X	FIRING POINT
2.X.4.1.2.4	G	*	F	*	PC	R-	--	**	**	X	RELOAD POINT
2.X.4.1.2.5	G	*	F	*	PC	H-	--	**	**	X	HIDE POINT
2.X.4.1.2.6	G	*	F	*	PC	L-	--	**	**	X	LAUNCH POINT
2.X.4.2	G	*	F	*	L-	--	--	**	**	X	LINES
2.X.4.2.1	G	*	F	*	LT	--	--	**	**	X	LINEAR TARGET
2.X.4.2.1.1	G	*	F	*	LT	S-	--	**	**	X	LINEAR SMOKE TARGET
2.X.4.2.1.2	G	*	F	*	LT	F-	--	**	**	X	FINAL PROTECTIVE FIRE (FPF)
2.X.4.2.2	G	*	F	*	LC	--	--	**	**	X	COMMANDAND CONTROL
2.X.4.2.2.1	G	*	F	*	LC	F-	--	**	**	X	FIRE SUPPORT COORDINATION LINE (FSCL)
2.X.4.2.2.2	G	*	F	*	LC	C-	--	**	**	X	COORDINATED FIRE LINE (CFL)
2.X.4.2.2.3	G	*	F	*	LC	N-	--	**	**	X	NO-FIRE LINE (NFL)
2.X.4.2.2.4	G	*	F	*	LC	R-	--	**	**	X	RESTRICTIVE FIRE LINE (RFL)
2.X.4.3	G	*	F	*	A-	--	--	**	**	X	AREAS
2.X.4.3.1	G	*	F	*	AT	--	--	**	**	X	AREA TARGET
2.X.4.3.1.1	G	*	F	*	AT	R-	--	**	**	X	RECTANGULAR TARGET
2.X.4.3.1.2	G	*	F	*	AT	C-	--	**	**	X	CIRCULAR TARGET
2.X.4.3.1.3	G	*	F	*	AT	G-	--	**	**	X	SERIES OR GROUP OF TARGETS
2.X.4.3.1.4	G	*	F	*	AT	S-	--	**	**	X	SMOKE
2.X.4.3.1.5	G	*	F	*	AT	B-	--	**	**	X	BOMB AREA
2.X.4.3.2	G	*	F	*	AC	--	--	**	**	X	COMMAND AND CONTROL
2.X.4.3.2.1	G	*	F	*	AC	S-	--	**	**	X	FIRE SUPPORT AREA (FSA)
2.X.4.3.2.1.1	G	*	F	*	AC	SI	--	**	**	X	FIRE SUPPORT AREA (FSA), IRREGULAR
2.X.4.3.2.1.2	G	*	F	*	AC	SR	--	**	**	X	FIRE SUPPORT AREA (FSA), RECTANGULAR
2.X.4.3.2.1.3	G	*	F	*	AC	SC	--	**	**	X	FIRE SUPPORT AREA (FSA), CIRCULAR
2.X.4.3.2.2	G	*	F	*	AC	A-	--	**	**	X	AIRSPACE COORDINATION AREA (ACA)
2.X.4.3.2.2.1	G	*	F	*	AC	AI	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), IRREGULAR
2.X.4.3.2.2.2	G	*	F	*	AC	AR	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), RECTANGULAR
2.X.4.3.2.2.3	G	*	F	*	AC	AC	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), CIRCULAR
2.X.4.3.2.3	G	*	F	*	AC	F-	--	**	**	X	FREE FIRE AREA (FFA)
2.X.4.3.2.3.1	G	*	F	*	AC	FI	--	**	**	X	FREE FIRE AREA (FFA), IRREGULAR
2.X.4.3.2.3.2	G	*	F	*	AC	FR	--	**	**	X	FREE FIRE AREA (FFA), RECTANGULAR
2.X.4.3.2.3.3	G	*	F	*	AC	FC	--	**	**	X	FREE FIRE AREA (FFA), CIRCULAR
2.X.4.3.2.4	G	*	F	*	AC	N-	--	**	**	X	NO-FIRE AREA (NFA)
2.X.4.3.2.4.1	G	*	F	*	AC	NI	--	**	**	X	NO-FIRE AREA (NFA), IRREGULAR
2.X.4.3.2.4.2	G	*	F	*	AC	NR	--	**	**	X	NO-FIRE AREA (NFA), RECTANGULAR
2.X.4.3.2.4.3	G	*	F	*	AC	NC	--	**	**	X	NO-FIRE AREA (NFA), CIRCULAR

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.4.3.2.5	G	*	F	*	AC	R-	--	**	**	X	RESTRICTIVE FIRE AREA (RFA)
2.X.4.3.2.5.1	G	*	F	*	AC	RI	--	**	**	X	RESTRICTIVE FIRE AREA (RFA), IRREGULAR
2.X.4.3.2.5.2	G	*	F	*	AC	RR	--	**	**	X	RESTRICTIVE FIRE AREA (RFA), RECTANGULAR
2.X.4.3.2.5.3	G	*	F	*	AC	RC	--	**	**	X	RESTRICTIVE FIRE AREA (RFA), CIRCULAR
2.X.4.3.2.6	G	*	F	*	AC	P-	--	**	**	X	POSITION AREA FOR ARTILLERY (PAA)
2.X.4.3.2.6.1	G	*	F	*	AC	PI	--	**	**	X	POSITION AREA FOR ARTILLERY (PAA), IRREGULAR
2.X.4.3.2.6.2	G	*	F	*	AC	PC	--	**	**	X	POSITION AREA FOR ARTILLERY (PAA), CIRCULAR
2.X.4.3.3	G	*	F	*	AZ	--	--	**	**	X	TARGET ACQUISITION ZONES
2.X.4.3.3.1	G	*	F	*	AZ	I-	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE
2.X.4.3.3.1.1	G	*	F	*	AZ	II	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, IRREGULAR
2.X.4.3.3.1.2	G	*	F	*	AZ	IR	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, RECTANGULAR
2.X.4.3.3.1.3	G	*	F	*	AZ	IC	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, CIRCULAR
2.X.4.3.3.2	G	*	F	*	AZ	X-	--	**	**	X	CALL FOR FIRE ZONE (CFFZ)
2.X.4.3.3.2.1	G	*	F	*	AZ	XI	--	**	**	X	CALL FOR FIRE ZONE (CFFZ), IRREGULAR
2.X.4.3.3.2.2	G	*	F	*	AZ	XR	--	**	**	X	CALL FOR FIRE ZONE (CFFZ), RECTANGULAR
2.X.4.3.3.2.3	G	*	F	*	AZ	XC	--	**	**	X	CALL FOR FIRE ZONE (CFFZ), CIRCULAR
2.X.4.3.3.3	G	*	F	*	AZ	S-	--	**	**	X	SENSOR ZONE
2.X.4.3.3.3.1	G	*	F	*	AZ	SI	--	**	**	X	SENSOR ZONE, IRREGULAR
2.X.4.3.3.3.2	G	*	F	*	AZ	SR	--	**	**	X	SENSOR ZONE, RECTANGULAR
2.X.4.3.3.3.3	G	*	F	*	AZ	SC	--	**	**	X	SENSOR ZONE, CIRCULAR
2.X.4.3.3.4	G	*	F	*	AZ	C-	--	**	**	X	CENSOR ZONE
2.X.4.3.3.4.1	G	*	F	*	AZ	CI	--	**	**	X	CENSOR ZONE, IRREGULAR
2.X.4.3.3.4.2	G	*	F	*	AZ	CR	--	**	**	X	CENSOR ZONE, RECTANGULAR
2.X.4.3.3.4.3	G	*	F	*	AZ	CC	--	**	**	X	CENSOR ZONE, CIRCULAR
2.X.4.3.3.5	G	*	F	*	AZ	D-	--	**	**	X	DEAD SPACE AREA (DA)
2.X.4.3.3.5.1	G	*	F	*	AZ	DI	--	**	**	X	DEAD SPACE AREA (DA), IRREGULAR
2.X.4.3.3.5.2	G	*	F	*	AZ	DR	--	**	**	X	DEAD SPACE AREA (DA), RECTANGULAR
2.X.4.3.3.5.3	G	*	F	*	AZ	DC	--	**	**	X	DEAD SPACE AREA (DA), CIRCULAR
2.X.4.3.3.6	G	*	F	*	AZ	F-	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ)
2.X.4.3.3.6.1	G	*	F	*	AZ	FI	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), IRREGULAR
2.X.4.3.3.6.2	G	*	F	*	AZ	FR	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), RECTANGULAR
2.X.4.3.3.6.3	G	*	F	*	AZ	FR	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), CIRCULAR
2.X.4.3.3.7	G	*	F	*	AZ	Z-	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR)
2.X.4.3.3.7.1	G	*	F	*	AZ	ZI	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR), IRREGULAR
2.X.4.3.3.7.2	G	*	F	*	AZ	ZR	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR), RECTANGULAR
2.X.4.3.3.7.3	G	*	F	*	AZ	ZC	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR), CIRCULAR
2.X.4.3.3.8	G	*	F	*	AZ	B-	--	**	**	X	TARGET BUILD-UP AREA (TBA)
2.X.4.3.3.8.1	G	*	F	*	AZ	BI	--	**	**	X	TARGET BUILD-UP AREA (TBA), IRREGULAR
2.X.4.3.3.8.2	G	*	F	*	AZ	BR	--	**	**	X	TARGET BUILD-UP AREA (TBA), RECTANGULAR
2.X.4.3.3.8.3	G	*	F	*	AZ	BC	--	**	**	X	TARGET BUILD-UP AREA (TBA), CIRCULAR
2.X.4.3.3.9	G	*	F	*	AZ	V-	--	**	**	X	TARGET VALUE AREA (TVAR)
2.X.4.3.3.9.1	G	*	F	*	AZ	VI	--	**	**	X	TARGET VALUE AREA (TVAR), IRREGULAR
2.X.4.3.3.9.2	G	*	F	*	AZ	VR	--	**	**	X	TARGET VALUE AREA (TVAR), RECTANGULAR
2.X.4.3.3.9.3	G	*	F	*	AZ	VC	--	**	**	X	TARGET VALUE AREA (TVAR), CIRCULAR
2.X.4.3.4	G	*	F	*	AX	--	--	**	**	X	WEAPON/RADAR RANGE FAN
2.X.4.3.4.1	G	*	F	*	AX	C-	--	**	**	X	WEAPON/RADAR RANGE FAN, CIRCULAR
2.X.4.3.4.2	G	*	F	*	AX	S-	--	**	**	X	WEAPON/RADAR RANGE FAN, SECTOR

3. Modify and amend Table B-IV as needed to agree with Figure B-17.1, B-17.2 and Table B-III as shown above.

DESCRIPTION	STATIC/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT AREAS	N/A	2.X.4.3	
FIRE SUPPORT AREAS AREA TARGET Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. The radius is defined in meters. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.4.3.1 G*FPAT---- ****X Example	 
FIRE SUPPORT AREAS AREA TARGET RECTANGULAR TARGET Parameters 1. Anchor points. This graphic requires one (1) anchor point to define the center of the area. 2. Size/Shape. Size: as determined by the anchor points, the target length (in meters), the target width (in meters). A rectangular target is wider and longer than 200 meters. The information fields should be moveable and scaleable within the area. Shape: rectangle. 3. Orientation. As determined by the Target Attitude (in mils).	S	2.X.4.3.1.1 G*FPATR--- ****X Example	 

DESCRIPTION	STATIC/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT AREAS AREA TARGET CIRCULAR TARGET <u>Parameters</u> 1. Anchor points. This Graphic requires one (1) anchor point. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, determines the size of the circular Target. Shape: circle. The information fields should be moveable and scaleable within the circle. 3. Orientation. Not applicable.	D	2.X.4.3.1.2 G*FPATC--- ****X Example